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BIT LABELING FOR AMPLITUDE PHASE SHIFT CONSTELLATION USED WITH LOW DENSITY PARITY CHECK (LDPC) CODES

RELATED APPLICATIONS

This application is related to, and claims the benefit of the earlier filing date under 35 U.S.C. § 119(e) of, U.S. Provisional Patent Application (Serial No. 60/393,457) filed July 3, 2002 (Attorney Docket: PD-202095), entitled "Code Design and Implementation Improvements for Low Density Parity Check Codes," U.S. Provisional Patent Application (Serial No. 60/398,760) filed July 26, 2002 (Attorney Docket: PD-202101), entitled "Code Design and Implementation Improvements for Low Density Parity Check Codes," U.S. Provisional Patent Application (Serial No. 60/403,812) filed August 15, 2002 (Attorney Docket: PD-202105), entitled "Power and Bandwidth Efficient Modulation and Coding Scheme for Direct Broadcast Satellite and Broadcast Satellite Communications," U.S. Provisional Patent Application (Serial No. 60/421,505), filed October 25, 2002 (Attorney Docket: PD-202101), entitled "Method and System for Generating Low Density Parity Check Codes," U.S. Provisional Patent Application (Serial No. 60/421,999), filed October 29, 2002 (Attorney Docket: PD-202105), entitled "Satellite Communication System Utilizing Low Density Parity Check Codes," U.S. Provisional Patent Application (Serial No. 60/423,710), filed November 4, 2002 (Attorney Docket: PD-202101), entitled "Code Design and Implementation Improvements for Low Density Parity Check Codes," U.S. Provisional Patent Application (Serial No. 60/440,199) filed January 15, 2003 (Attorney Docket: PD-203009), entitled "A Novel Solution to Routing Problem in Low Density Parity Check Decoders," U.S. Provisional Patent Application (Serial No. 60/447,641) filed February 14, 2003 (Attorney Docket: PD-203016), entitled "Low Density Parity Check Code Encoder Design," U.S. Provisional Patent Application (Serial No. 60/456,220) filed March 20, 2003 (Attorney Docket: PD-203021), entitled "Description LDPC and BCH Encoders," U.S. Provisional Patent Application filed May 9, 2003 (Attorney Docket: PD-203030), entitled "Description LDPC and BCH Encoders," U.S. Provisional Patent Application filed June 24,

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2003 (Attorney Docket: PD-203044), entitled "Description LDPC and BCH Encoders," and U.S. Provisional Patent Application filed June 24, 2003 (Attorney Docket: PD-203059), entitled "Description LDPC and BCH Encoders"; the entireties of which are incorporated herein by reference.

FIELD OF THE INVENTION

[02] The present invention relates to communication systems, and more particularly to coded systems.

BACKGROUND OF THE INVENTION

- [03] Communication systems employ coding to ensure reliable communication across noisy communication channels. These communication channels exhibit a fixed capacity that can be expressed in terms of bits per symbol at certain signal to noise ratio (SNR), defining a theoretical upper limit (known as the Shannon limit). As a result, coding design has aimed to achieve rates approaching this Shannon limit. Conventional coded communication systems have separately treated the processes of coding and modulation. Moreover, little attention has been paid to labeling of signal constellations.
- [04] A signal constellation provides a set of possible symbols that are to be transmitted, whereby the symbols correspond to codewords output from an encoder. One choice of constellation labeling involves Gray-code labeling. With Gray-code labeling, neighboring signal points differ in exactly one bit position. The prevailing conventional view of modulation dictates that any reasonable labeling scheme can be utilized, which in part is responsible for the paucity of research in this area.
- [05] With respect to coding, one class of codes that approach the Shannon limit is Low Density Parity Check (LDPC) codes. Traditionally, LDPC codes have not been widely deployed because of a number of drawbacks. One drawback is that the LDPC encoding technique is highly complex. Encoding an LDPC code using its generator matrix would require storing a very large, non-sparse matrix. Additionally, LDPC codes require large blocks to be effective; consequently,

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even though parity check matrices of LDPC codes are sparse, storing these matrices is problematic.

[06] From an implementation perspective, a number of challenges are confronted. For example, storage is an important reason why LDPC codes have not become widespread in practice. Also, a key challenge in LDPC code implementation has been how to achieve the connection network between several processing engines (nodes) in the decoder. Further, the computational load in the decoding process, specifically the check node operations, poses a problem.

[07]

[08] Therefore, there is a need for a bit labeling approach that supplements code performance of coded systems in general. There is also a need for using LDPC codes efficiently to support high data rates, without introducing greater complexity. There is also a need to improve performance of LDPC encoders and decoders.

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SUMMARY OF THE INVENTION

[09] These and other needs are addressed by the present invention, wherein an approach is provided for bit labeling of a signal constellation. An encoder, such as a Low Density Parity Check (LDPC) encoder, generates encoded signals by transforming an input message into a codeword represented by a plurality of set of bits. These bits are mapped non-sequentially (e.g., interleaving) a higher order constellation (Quadrature Phase Shift Keying (QPSK), 8-PSK, 16-APSK (Amplitude Phase Shift Keying), 32-APSK, etc. The above arrangement advantageously provides enhanced performance of the codes.

- [10] According to one aspect of an embodiment of the present invention, a method for transmitting encoded signals is disclosed. The method includes receiving one of a plurality of set of bits of a codeword from an encoder for transforming an input message into the codeword. The method also includes non-sequentially mapping the one set of bits into a higher order constellation. Further, the method includes outputting a symbol of the higher order constellation corresponding to the one set of bits based on the mapping.
- [11] According to another aspect of an embodiment of the present invention, a transmitter for generating encoded signals is disclosed. The transmitter includes an encoder configured to transform an input message into a codeword represented by a plurality of set of bits. Additionally, the transmitter includes logic configured to map non-sequentially one set of bits into a higher order constellation, wherein a symbol of the higher order constellation corresponding to the one set of bits is output based on the mapping.
- [12] According to another aspect of an embodiment of the present invention, a method for processing encoded signals is disclosed. The method includes demodulating a received encoded signal representing a codeword, wherein the encoded signal being modulated according to a non-sequential mapping of a plurality of bits corresponding to the codeword. The method also includes decoding the codeword associated with the encoded signal.
- [13] Still other aspects, features, and advantages of the present invention are readily apparent from the following detailed description, simply by illustrating a number of particular embodiments and implementations, including the best mode contemplated for carrying out the present invention. The present invention is also capable of other and different embodiments, and its several details can be modified in various obvious respects, all without

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departing from the spirit and scope of the present invention. Accordingly, the drawing and description are to be regarded as illustrative in nature, and not as restrictive.

BRIEF DESCRIPTION OF THE DRAWINGS

[14] The present invention is illustrated by way of example, and not by way of limitation, in the figures of the accompanying drawings and in which like reference numerals refer to similar elements and in which:

- [15] FIG. 1 is a diagram of a communications system configured to utilize Low Density Parity Check (LDPC) codes, according to an embodiment of the present invention;
- [16] FIGs. 2A and 2B are diagrams of exemplary LDPC encoders deployed in the transmitter of FIG. 1;
- [17] FIG. 3 is a diagram of an exemplary receiver in the system of FIG. 1;
- [18] FIG. 4 is a diagram of a sparse parity check matrix, in accordance with an embodiment of the present invention;
- [19] FIG. 5 is a diagram of a bipartite graph of an LDPC code of the matrix of FIG. 4;
- [20] FIG. 6 is a diagram of a sub-matrix of a sparse parity check matrix, wherein the sub-matrix contains parity check values restricted to the lower triangular region, according to an embodiment of the present invention;
- [21] FIG. 7 is a graph showing performance between codes utilizing unrestricted parity check matrix (H matrix) versus restricted H matrix having a sub-matrix as in FIG. 6;
- [22] FIGs. 8A and 8B are, respectively, a diagram of a non-Gray 8-PSK modulation scheme, and a Gray 8-PSK modulation, each of which can be used in the system of FIG. 1;
- [23] FIG. 8C is a diagram of a process for bit labeling for a higher order signal constellation, according to an embodiment of the present invention;
- [24] FIG. 8D is a diagram of exemplary 16-APSK (Amplitude Phase Shift Keying) constellations;
- [25] FIG. 8E is a graph of Packet Error Rate (PER) versus signal-to-noise for the constellations of FIG. 8D;
- [26] FIG. 8F is a diagram of constellations for Quadrature Phase Shift Keying (QPSK), 8-PSK, 16-APSK and 32-APSK symbols, in accordance with an embodiment of the present invention;
- [27] FIG. 8G is a diagram of alternative constellations for 8-PSK, 16-APSK and 32-APSK symbols, in accordance with an embodiment of the present invention;

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- [28] FIG. 8H is a graph of Packet Error Rate (PER) versus signal-to-noise for the constellations of FIG. 8F;
- [29] FIG. 9 is a graph showing performance between codes utilizing Gray labeling versus non-Gray labeling;
- [30] FIG. 10 is a flow chart of the operation of the LDPC decoder using non-Gray mapping, according to an embodiment of the present invention;
- [31] FIG. 11 is a flow chart of the operation of the LDPC decoder of FIG. 3 using Gray mapping, according to an embodiment of the present invention;
- [32] FIGs. 12A-12C are diagrams of the interactions between the check nodes and the bit nodes in a decoding process, according to an embodiment of the present invention;
- [33] FIGs. 13A and 13B are flowcharts of processes for computing outgoing messages between the check nodes and the bit nodes using, respectively, a forward-backward approach and a parallel approach, according to various embodiments of the present invention;
- [34] FIGs. 14A-14 are graphs showing simulation results of LDPC codes generated in accordance with various embodiments of the present invention;
- [35] FIGs. 15A and 15B are diagrams of the top edge and bottom edge, respectively, of memory organized to support structured access as to realize randomness in LDPC coding, according to an embodiment of the present invention; and
- [36] FIG. 16 is a diagram of a computer system that can perform the processes of encoding and decoding of LDPC codes, in accordance with embodiments of the present invention.

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DESCRIPTION OF THE PREFERRED EMBODIMENT

[37] A system, method, and software for bit labeling for signal constellations are described. In the following description, for the purposes of explanation, numerous specific details are set forth in order to provide a thorough understanding of the present invention. It is apparent, however, to one skilled in the art that the present invention may be practiced without these specific details or with an equivalent arrangement. In other instances, well-known structures and devices are shown in block diagram form in order to avoid unnecessarily obscuring the present invention.

- [38] Although the present invention is described with respect to LDPC codes, it is recognized that the bit labeling approach can be utilized with other codes. Further, this approach can be implemented with uncoded systems.
- Parity Check (LDPC) codes, according to an embodiment of the present invention. A digital communications system 100 includes a transmitter 101 that generates signal waveforms across a communication channel 103 to a receiver 105. In this discrete communications system 100, the transmitter 101 has a message source that produces a discrete set of possible messages; each of the possible messages has a corresponding signal waveform. These signal waveforms are attenuated, or otherwise altered, by communications channel 103. To combat the noise channel 103, LDPC codes are utilized.
- [40] The LDPC codes that are generated by the transmitter 101 enables high speed implementation without incurring any performance loss. These structured LDPC codes output from the transmitter 101 avoid assignment of a small number of check nodes to the bit nodes already vulnerable to channel errors by virtue of the modulation scheme (e.g., 8-PSK).
- [41] Such LDPC codes have a parallelizable decoding algorithm (unlike turbo codes), which advantageously involves simple operations such as addition, comparison and table look-up. Moreover, carefully designed LDPC codes do not exhibit any sign of error floor.
- [42] According to one embodiment of the present invention, the transmitter 101 generates, using a relatively simple encoding technique, LDPC codes based on parity check matrices (which facilitate efficient memory access during decoding) to communicate with the receiver 105. The transmitter 101 employs LDPC codes that can outperform concatenated turbo+RS (Reed-Solomon) codes, provided the block length is sufficiently large.

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[43] FIGs. 2A and 2B are diagrams of exemplary LDPC encoders deployed in the transmitter of FIG. 1. As seen in FIG. 2A, a transmitter 200 is equipped with an LDPC encoder 203 that accepts input from an information source 201 and outputs coded stream of higher redundancy suitable for error correction processing at the receiver 105. The information source 201 generates k signals from a discrete alphabet, K. LDPC codes are specified with parity check matrices. On the other hand, encoding LDPC codes require, in general, specifying the generator matrices. Even though it is possible to obtain generator matrices from parity check matrices using Gaussian elimination, the resulting matrix is no longer sparse and storing a large generator matrix can be complex.

- [44] Encoder 203 generates signals from alphabet Y to a signal mapper 206, which provides a mapping of the alphabet Y to the symbols of the signal constellation corresponding to the modulation scheme employed by a modulator 205. This mapping, according to one embodiment of the present invention, follows a non-sequential scheme, such as interleaving. Exemplary mappings are more fully described below with respect to FIGs. 8C. The encoder 203 uses a simple encoding technique that makes use of only the parity check matrix by imposing structure onto the parity check matrix. Specifically, a restriction is placed on the parity check matrix by constraining certain portion of the matrix to be triangular. The construction of such a parity check matrix is described more fully below in FIG. 6. Such a restriction results in negligible performance loss, and therefore, constitutes an attractive trade-off.
- [45] The modulator 205 modulates the symbols of the signal constellation from the mapper 206 to signal waveforms that are transmitted to a transmit antenna 207, which emits these waveforms over the communication channel 103. The transmissions from the transmit antenna 207 propagate to a receiver, as discussed below.
- [46] FIG. 2B shows an LDPC encoder utilized with a Bose Chaudhuri Hocquenghem (BCH) encoder and a cyclic redundancy check (CRC) encoder, according to one embodiment of the present invention. Under this scenario, the codes generated by the LDPC encoder 203, along with the CRC encoder 209 and the BCH encoder 211, have a concatenated outer BCH code and inner low density parity check (LDPC) code. Furthermore, error detection is achieved using cyclic redundancy check (CRC) codes. The CRC encoder 209, in an exemplary embodiment, encodes using an 8-bit CRC code with generator polynomial $(x^5+x^4+x^3+x^2+1)(x^2+x+1)(x+1)$.

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[47] The LDPC encoder 203 systematically encodes an information block of size k_{ldpc} , $i = (i_0, i_1, ..., i_{k_{ldpc}-1})$ onto a codeword of size n_{ldpc} , $c = (i_0, i_1, ..., i_{k_{ldpc}-1}, p_0, p_1, ..., p_{n_{ldpc}-k_{ldpc}-1})$ The transmission of the codeword starts in the given order from i_0 and ends with $p_{n_{ldpc}-k_{ldpc}-1}$. LDPC code parameters (n_{ldpc}, k_{ldpc}) are given in Table 1 below.

LD	LDPC Code Parameters (n_{bdpc}, k_{bdpc})			
Code Rate	LDPC Uncoded Block Length	LDPC Coded Block Length		
1/2	$\frac{k_{ldpc}}{32400}$	$\frac{n_{ldpc}}{64800}$		
2/3	43200	64800		
3/4	48600	64800		
4/5	51840	64800		
5/6	54000	64800		
3/5	38880	64800		
8/9	57600	64800		
9/10	58320	64800		

Table 1

[48] The task of the LDPC encoder 203 is to determine $n_{ldpc} - k_{ldpc}$ parity bits $(p_0, p_1, ..., p_{n_{ldpc} - k_{ldpc} - 1})$ for every block of k_{ldpc} information bits, $(i_0, i_1, ..., i_{k_{ldpc} - 1})$. The procedure is as follows. First, the parity bits are initialized; $p_0 = p_1 = p_2 = ... = p_{n_{ldpc} - k_{ldpc} - 1} = 0$. The first information bit, i_0 , are accumulated at parity bit addresses specified in the first row of Tables 3 through 10. For example, for rate 2/3 (Table 3), the following results:

$$\begin{aligned} p_0 &= p_0 \oplus i_0 \\ p_{10491} &= p_{10491} \oplus i_0 \\ p_{16043} &= p_{16043} \oplus i_0 \\ p_{506} &= p_{506} \oplus i_0 \\ p_{12826} &= p_{12826} \oplus i_0 \\ p_{8065} &= p_{8065} \oplus i_0 \\ p_{8226} &= p_{8226} \oplus i_0 \\ p_{2767} &= p_{2767} \oplus i_0 \\ p_{240} &= p_{240} \oplus i_0 \\ p_{18673} &= p_{18673} \oplus i_0 \\ p_{9279} &= p_{9279} \oplus i_0 \end{aligned}$$

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$$p_{10579} = p_{10579} \oplus i_0$$

$$p_{20928} = p_{20928} \oplus i_0$$

(All additions are in GF(2)).

[49] Then, for the next 359 information bits, i_m , m = 1,2,...,359, these bits are accumulated at parity bit addresses $\{x + m \mod 360 \times q\} \mod (n_{ldpc} - k_{ldpc})$, where x denotes the address of the parity bit accumulator corresponding to the first bit i_0 , and q is a code rate dependent constant specified in Table 2.Continuing with the example, q = 60 for rate 2/3. By way of example, for information bit i_1 , the following operations are performed:

$$p_{60} = p_{60} \oplus i_1$$

$$p_{10551} = p_{10551} \oplus i_1$$

$$p_{16103} = p_{16103} \oplus i_1$$

$$p_{566} = p_{566} \oplus i_1$$

$$p_{12886} = p_{12886} \oplus i_1$$

$$p_{8125} = p_{8125} \oplus i_1$$

$$p_{8286} = p_{8286} \oplus i_1$$

$$p_{2827} = p_{2827} \oplus i_1$$

$$p_{300} = p_{300} \oplus i_1$$

$$p_{18733} = p_{18733} \oplus i_1$$

$$p_{9339} = p_{9339} \oplus i_1$$

$$p_{10639} = p_{10639} \oplus i_1$$

$$p_{20988} = p_{20988} \oplus i_1$$

- [50] For the 361st information bit i_{360} , the addresses of the parity bit accumulators are given in the second row of the Tables 3 through 10. In a similar manner the addresses of the parity bit accumulators for the following 359 information bits i_m , m = 361,362,...,719 are obtained using the formula $\{x + m \mod 360 \times q\} \mod (n_{ldpe} k_{ldpe})$, where x denotes the address of the parity bit accumulator corresponding to the information bit i_{360} , i.e., the entries in the second row of the Tables 3 10. In a similar manner, for every group of 360 new information bits, a new row from Tables 3 through 10 are used to find the addresses of the parity bit accumulators.
- [51] After all of the information bits are exhausted, the final parity bits are obtained as follows. First, the following operations are performed, starting with i = 1

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 $p_i = p_i \oplus p_{i-1}, \quad i = 1, 2, ..., n_{ldpc} - k_{ldpc} - 1.$

Final content of p_i , $i = 0,1,...,n_{ldpc} - k_{ldpc} - 1$ is equal to the parity bit p_i .

Code Rate	q
2/3	60
5/6	30
1/2	90
3/4	45
4/5	36
3/5	72
8/9	20
9/10	18

Table 2

Address of Parity Bit Accumulators (Rate 2/3)	
0 10491 16043 506 12826 8065 8226 2767 240 18673 9279 10579 20928	
1 17819 8313 6433 6224 5120 5824 12812 17187 9940 13447 13825 18483	
2 17957 6024 8681 18628 12794 5915 14576 10970 12064 20437 4455 7151	
3 19777 6183 9972 14536 8182 17749 11341 5556 4379 17434 15477 18532	
4 4651 19689 1608 659 16707 14335 6143 3058 14618 17894 20684 5306	
5 9778 2552 12096 12369 15198 16890 4851 3109 1700 18725 1997 15882	
6 486 6111 13743 11537 5591 7433 15227 14145 1483 3887 17431 12430	
7 20647 14311 11734 4180 8110 5525 12141 15761 18661 18441 10569 8192	
8 3791 14759 15264 19918 10132 9062 10010 12786 10675 9682 19246 5454	
9 19525 9485 7777 19999 8378 9209 3163 20232 6690 16518 716 7353	
10 4588 6709 20202 10905 915 4317 11073 13576 16433 368 3508 21171	
11 14072 4033 19959 12608 631 19494 14160 8249 10223 21504 12395 4322	
12 13800 14161	
13 2948 9647	
14 14693 16027	
15 20506 11082	
16 1143 9020	
17 13501 4014	
18 1548 2190	
19 12216 21556	
20 2095 19897	
21 4189 7958	
22 15940 10048	
23 515 12614	
24 8501 8450	
25 17595 16784	
26 5913 8495	المارية والمعارض والمناسبين والمشتين والماريني المارية
27 16394 10423	· · · · · · · · · · · · · · · · · · ·
28 7409 6981	· · · · · · · · · · · · · · · · · · ·

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21 18206 9921
22 6131 5414
23 10077 9726
24 12045 5479
25 4322 7990
26 15616 5550
27 15561 10661
28 20718 7387
29 2518 18804
30 8984 2600
31 6516 17909
32 11148 98
33 20559 3704
34 7510 1569
35 16000 11692
36 9147 10303
37 16650 191
38 15577 18685
39 17167 20917
40 4256 3391
41 20092 17219
42 9218 5056
43 18429 8472
44 12093 20753
45 16345 12748
46 16023 11095
47 5048 17595
48 18995 4817
49 16483 3536
50 1439 16148
51 3661 3039
52 19010 18121
53 8968 11793
54 13427 18003
55 5303 3083
56 531 16668
57 4771 6722
58 5695 7960
59 3589 14630
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Table 3

Address of Parity Bit Accumulators (Rate 5/6)

0 4362 416 8909 4156 3216 3112 2560 2912 6405 8593 4969 6723 1 2479 1786 8978 3011 4339 9313 6397 2957 7288 5484 6031 10217 2 10175 9009 9889 3091 4985 7267 4092 8874 5671 2777 2189 8716 3 9052 4795 3924 3370 10058 1128 9996 10165 9360 4297 434 5138 4 2379 7834 4835 2327 9843 804 329 8353 7167 3070 1528 7311 5 3435 7871 348 3693 1876 6585 10340 7144 5870 2084 4052 2780

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Table 4

Address of Parity Bit Accumulators (Rate 1/2)

54 9318 14392 27561 26909 10219 2534 8597

55 7263 4635 2530 28130 3033 23830 3651

56 24731 23583 26036 17299 5750 792 9169

57 5811 26154 18653 11551 15447 13685 16264

58 12610 11347 28768 2792 3174 29371 12997

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21 27060 15071

22 6071 26649

23 10393 11176

24 9597 13370

25 7081 17677

26 1433 19513

27 26925 9014

28 19202 8900

29 18152 30647

30 20803 1737

31 11804 25221

32 31683 17783

33 29694 9345

34 12280 26611

35 6526 26122

36 26165 11241

37 7666 26962

38 16290 8480

39 11774 10120

40 30051 30426

41 1335 15424

42 6865 17742

43 31779 12489

44 32120 21001

45 14508 6996

46 979 25024

47 4554 21896

48 7989 21777

49 4972 20661

50 6612 2730 51 12742 4418

52 29194 595

53 19267 20113

Table 5

Address of Parity Bit Accumulators (Rate 3/4)

0 6385 7901 14611 13389 11200 3252 5243 2504 2722 821 7374

1 11359 2698 357 13824 12772 7244 6752 15310 852 2001 11417

2 7862 7977 6321 13612 12197 14449 15137 13860 1708 6399 13444

3 1560 11804 6975 13292 3646 3812 8772 7306 5795 14327 7866

4 7626 11407 14599 9689 1628 2113 10809 9283 1230 15241 4870

5 1610 5699 15876 9446 12515 1400 6303 5411 14181 13925 7358

6 4059 8836 3405 7853 7992 15336 5970 10368 10278 9675 4651

7 4441 3963 9153 2109 12683 7459 12030 12221 629 15212 406

8 6007 8411 5771 3497 543 14202 875 9186 6235 13908 3563 9 3232 6625 4795 546 9781 2071 7312 3399 7250 4932 12652

10 8820 10088 11090 7069 6585 13134 10158 7183 488 7455 9238

11 1903 10818 119 215 7558 11046 10615 11545 14784 7961 15619

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12 3655 8736 4917 15874 5129 2134 15944 14768 7150 2692 1469
13 8316 3820 505 8923 6757 806 7957 4216 15589 13244 2622
14 14463 4852 15733 3041 11193 12860 13673 8152 6551 15108 8758
15 3149 11981
16 13416 6906
17 13098 13352
18 2009 14460
19 7207 4314
20 3312 3945
21 4418 6248
22 2669 13975
23 7571 9023
24 14172 2967
25 7271 7138
26 6135 13670
27 7490 14559
28 8657 2466
29 8599 12834
30 3470 3152
31 13917 4365
32 6024 13730
33 10973 14182
34 2464 13167
35 5281 15049
36 1103 1849
37 2058 1069
38 9654 6095
39 14311 7667
40 15617 8146
41 4588 11218
42 13660 6243
43 8578 7874
44 11741 2686
0 1022 1264
1 12604 9965
2 8217 2707
3 3 1 5 6 1 1 7 9 3
4 354 1514
5 6978 14058
6 7922 16079
7 15087 12138
8 5053 6470
9 12687 14932
10 15458 1763
11 8121 1721
12 12431 549
13 4129 7091
14 1426 8415
15 9783 7604
16 6295 11329
17 1409 12061
18 8065 9087
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26 6578 8564 27 4947 396

28 297 12805

29 13878 6692

30 11857 11186

31 14395 11493

32 16145 12251

33 13462 7428

34 14526 13119

35 2535 11243

36 6465 12690

37 6872 9334

38 15371 14023

39 8101 10187

40 11963 4848

41 15125 6119

42 8051 14465

43 11139 5167 44 2883 14521

Table 6

Address of Parity Bit Accumulators (Rate 4/5)

0 149 11212 5575 6360 12559 8108 8505 408 10026 12828

1 5237 490 10677 4998 3869 3734 3092 3509 7703 10305

2 8742 5553 2820 7085 12116 10485 564 7795 2972 2157

3 2699 4304 8350 712 2841 3250 4731 10105 517 7516

4 12067 1351 11992 12191 11267 5161 537 6166 4246 2363

5 6828 7107 2127 3724 5743 11040 10756 4073 1011 3422

6 11259 1216 9526 1466 10816 940 3744 2815 11506 11573

7 4549 11507 1118 1274 11751 5207 7854 12803 4047 6484

8 8430 4115 9440 413 4455 2262 7915 12402 8579 7052

9 3885 9126 5665 4505 2343 253 4707 3742 4166 1556

10 1704 8936 6775 8639 8179 7954 8234 7850 8883 8713

11 11716 4344 9087 11264 2274 8832 9147 11930 6054 5455

12 7323 3970 10329 2170 8262 3854 2087 12899 9497 11700

13 4418 1467 2490 5841 817 11453 533 11217 11962 5251

14 1541 4525 7976 3457 9536 7725 3788 2982 6307 5997

15 11484 2739 4023 12107 6516 551 2572 6628 8150 9852

16 6070 1761 4627 6534 7913 3730 11866 1813 12306 8249

17 12441 5489 8748 7837 7660 2102 11341 2936 6712 11977

18 10155 4210

19 1010 10483

20 8900 10250

21 10243 12278

22 7070 4397

23 12271 3887

24 11980 6836

5 8972 669

6 5618 12472

7 1457 1280

8 8868 3883

9 8866 1224

10 8371 5972

11 266 4405

12 3706 3244

13 6039 5844

14 7200 3283

15 1502 11282

16 12318 2202

17 4523 965

18 9587 7011

19 2552 2051

20 12045 10306

21 11070 5104

22 6627 6906

23 9889 2121

24 829 9701

25 2201 1819

26 6689 12925

27 2139 8757

28 12004 5948

29 8704 3191

30 8171 10933

31 6297 7116

32 616 7146

33 5142 9761

34 10377 8138

35 7616 5811

0 7285 9863

1 7764 10867

2 12343 9019

3 4414 8331

4 3464 642

5 6960 2039

6 786 3021

7 710 2086

8 7423 5601

9 8120 4885

10 12385 11990

11 9739 10034

12 424 10162

13 1347 7597

14 1450 112

15 7965 8478

16 8945 7397

17 6590 8316

18 6838 9011

19 6174 9410

20 255 113

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21 6197 5835
22 12902 3844
23 4377 3505
24 5478 8672
25 4453 2132
26 9724 1380
27 12131 11526
28 12323 9511
29 8231 1752
30 497 9022
31 9288 3080
32 2481 7515
33 2696 268
34 4023 12341
35 7108 5553

Table 7

Address of Parity Bit Accumulators (Rate 3/5)

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44 12039 1140 45 24306 1021 46 14012 20747 47 11265 15219 48 4670 15531 49 9417 14359 50 2415 6504 51 24964 24690 52 14443 8816 53 6926 1291 54 6209 20806 55 13915 4079 56 24410 13196 57 13505 6117 58 9869 8220 59 1570 6044 60 25780 17387 61 20671 24913 62 24558 20591 63 12402 3702 64 8314 1357 65 20071 14616 66 17014 3688 67 19837 946 68 15195 12136 69 7758 22808 70 3564 2925 71 3434 7769

Table 8

	Address of Parity Bit Accumulators (Rate 8/9)
0 6235 2848 3222	
1 5800 3492 5348	
2 2757 927 90	
3 6961 4516 4739	
4 1172 3237 6264	
5 1927 2425 3683	
6 3714 6309 2495	
7 3070 6342 7154	
8 2428 613 3761	
9 2906 264 5927	
10 1716 1950 4273	
11 4613 6179 3491	
12 4865 3286 6005	
13 1343 5923 3529	
14 4589 4035 2132	
15 1579 3920 6737	
16 1644 1191 5998	

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1 3117 6960
2 2710 7062
3 1133 3604
4 3694 657
5 1355 110
6 3329 6736
7 2505 3407
8 2462 4806
9 4216 214
10 5348 5619
11 6627 6243
12 2644 5073
13 4212 5088
14 3463 3889
15 5306 478
16 4320 6121
17 3961 1125
18 5699 1195
19 6511 792
0 3934 2778
1 3238 6587
2 1111 6596
3 1457 6226
4 1446 3885
5 3907 4043
6 6839 2873
7 1733 5615
8 5202 4269
9 3024 4722
10 5445 6372
11 370 1828
12 4695 1600
13 680 2074
14 1801 6690
15 2669 1377
16 2463 1681
17 5972 5171
18 5728 4284
19 1696 1459
```

Table 9

	Address of Parity Bit Accumulators (Rate 9/10)	
0 5611 2563 2900		
1 5220 3143 4813		•
2 2481 834 81		
3 6265 4064 4265		
4 1055 2914 5638		

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3 4225 2052 4 4286 3517 5 5531 3184 6 1935 4560 7 1174 131 8 3115 956 9 3129 1088 10 5238 4440 11 5722 4280 12 3540 375 13 191 2782 14 906 4432 15 3225 1111 16 6296 2583 17 1457 903 0 855 4475 1 4097 3970 2 4433 4361 3 5198 541 4 1146 4426 5 3202 2902 6 2724 525 7 1083 4124 8 2326 6003 9 5605 5990 10 4376 1579 11 4407 984 12 1332 6163 13 5359 3975 14 1907 1854 15 3601 5748 16 6056 3266 17 3322 4085 0 1768 3244 1 2149 144 2 1589 4291 3 5154 1252 4 1855 5939 5 4820 2706 6 1475 3360 7 4266 693 8 4156 2018 9 2103 752 10 3710 3853 11 5123 931 12 6146 3323 13 1939 5002 14 5140 1437 15 1263 293 Charles of the Contraction of th 16 5949 4665 17 4548 6380 0 3171 4690

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17 3392 1991

Table 10

[52] As regards the BCH encoder 211, the BCH code parameters are enumerated in Table 11.

LDPC Code Rate	$\begin{array}{c c} \textbf{BCH Uncoded Block} \\ \textbf{Length} \\ k_{bch} \end{array}$	$\begin{array}{c} \textbf{BCH Coded Block} \\ \textbf{Length} \ \ n_{bch} \end{array}$	BCH Error Correction (bits)
1/2	32208	32400	12
2/3	43040	43200	10
3/4	48408	48600	12
4/5	51648	51840	12
5/6	53840	54000	10
3/5	38688	38880	12
8/9	57472	57600	8
9/10	58192	58320	8

Table 11

[53] It is noted that in the above table, $n_{bch} = k_{ldpc}$.

[54] The generator polynomial of the t error correcting BCH encoder 211 is obtained by multiplying the first t polynomials in the following list of Table 12:

$g_1(x)$	$1+x^2+x^3+x^5+x^{16}$
$g_2(x)$	$1+x+x^4+x^5+x^6+x^8+x^{16}$
g ₃ (x)	$1+x^2+x^3+x^4+x^5+x^7+x^8+x^9+x^{10}+x^{11}+x^{16}$
g ₄ (x)	$1+x^2+x^4+x^6+x^9+x^{11}+x^{12}+x^{14}+x^{16}$
g ₅ (x)	$1+x+x^2+x^3+x^5+x^8+x^9+x^{10}+x^{11}+x^{12}+x^{16}$
$g_6(x)$	$1+x^2+x^4+x^5+x^7+x^8+x^9+x^{10}+x^{12}+x^{13}+x^{14}+x^{15}+x^{16}$
$g_7(x)$	$1+x^2+x^5+x^6+x^8+x^9+x^{10}+x^{11}+x^{13}+x^{15}+x^{16}$
$g_8(x)$	$1+x+x^2+x^5+x^6+x^8+x^9+x^{12}+x^{13}+x^{14}+x^{16}$
g ₉ (x)	$1+x^5+x^7+x^9+x^{10}+x^{11}+x^{16}$
g ₁₀ (x)	$1+x+x^2+x^5+x^7+x^8+x^{10}+x^{12}+x^{13}+x^{14}+x^{16}$
$g_{11}(x)$	$1+x^2+x^3+x^5+x^9+x^{11}+x^{12}+x^{13}+x^{16}$
$g_{12}(x)$	$1+x+x^5+x^6+x^7+x^9+x^{11}+x^{12}+x^{16}$

Table 12

[55] BCH encoding of information bits $m = (m_{k_{bch}-1}, m_{k_{bch}-2}, ..., m_1, m_0)$ onto a codeword $c = (m_{k_{bch}-1}, m_{k_{bch}-2}, ..., m_1, m_0, d_{n_{bch}-k_{bch}-1}, d_{n_{bch}-k_{bch}-2}, ..., d_1, d_0)$ is achieved as follows. The message polynomial $m(x) = m_{k_{bch}-1} x^{k_{bch}-1} + m_{k_{bch}-2} x^{k_{bch}-2} + ... + m_1 x + m_0$ is multiplied by

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 $x^{n_{bch}-k_{bch}}$. Next, $x^{n_{bch}-k_{bch}}m(x)$ divided by g(x). With $d(x) = d_{n_{bch}-k_{bch}-1}x^{n_{bch}-k_{bch}-1} + ... + d_1x + d_0$ as the remainder, the codeword polynomial is set as follows: $c(x) = x^{n_{bch}-k_{bch}}m(x) + d(x)$.

- [56] The above LDPC codes, in an exemplary embodiment, can be used to variety of digital video applications, such as MPEG (Motion Pictures Expert Group) packet transmission.
- [57] FIG. 3 is a diagram of an exemplary receiver in the system of FIG. 1. At the receiving side, a receiver 300 includes a demodulator 301 that performs demodulation of received signals from transmitter 200. These signals are received at a receive antenna 303 for demodulation. After demodulation, the received signals are forwarded to a decoder 305, which attempts to reconstruct the original source messages by generating messages, X′, in conjunction with a bit metric generator 307. With non-Gray mapping, the bit metric generator 307 exchanges probability information with the decoder 305 back and forth (iteratively) during the decoding process, which is detailed in FIG. 10. Alternatively, if Gray mapping is used (according to one embodiment of the present invention), one pass of the bit metric generator is sufficient, in which further attempts of bit metric generation after each LDPC decoder iteration are likely to yield limited performance improvement; this approach is more fully described with respect to FIG. 11. To appreciate the advantages offered by the present invention, it is instructive to examine how LDPC codes are generated, as discussed in FIG. 4.
- [58] FIG. 4 is a diagram of a sparse parity check matrix, in accordance with an embodiment of the present invention. LDPC codes are long, linear block codes with sparse parity check matrix $H_{(n-k),xn}$. Typically the block length, n, ranges from thousands to tens of thousands of bits. For example, a parity check matrix for an LDPC code of length n=8 and rate $\frac{1}{2}$ is shown in FIG. 4. The same code can be equivalently represented by the bipartite graph, per FIG. 5.
- [59] FIG. 5 is a diagram of a bipartite graph of an LDPC code of the matrix of FIG. 4. Parity check equations imply that for each check node, the sum (over GF (Galois Field)(2)) of all adjacent bit nodes is equal to zero. As seen in the figure, bit nodes occupy the left side of the graph and are associated with one or more check nodes, according to a predetermined relationship. For example, corresponding to check node m_1 , the following expression exists

 $n_1 + n_4 + n_5 + n_8 = 0$ with respect to the bit nodes.

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[60] Returning the receiver 303, the LDPC decoder 305 is considered a message passing decoder, whereby the decoder 305 aims to find the values of bit nodes. To accomplish this task, bit nodes and check nodes iteratively communicate with each other. The nature of this communication is described below.

- [61] From check nodes to bit nodes, each check node provides to an adjacent bit node an estimate ("opinion") regarding the value of that bit node based on the information coming from other adjacent bit nodes. For instance, in the above example if the sum of n_4 , n_5 and n_8 "looks like" 0 to m_1 , then m_1 would indicate to n_1 that the value of n_1 is believed to be 0 (since $n_1 + n_4 + n_5 + n_8 = 0$); otherwise m_1 indicate to n_1 that the value of n_1 is believed to be 1. Additionally, for soft decision decoding, a reliability measure is added.
- [62] From bit nodes to check nodes, each bit node relays to an adjacent check node an estimate about its own value based on the feedback coming from its other adjacent check nodes. In the above example n_1 has only two adjacent check nodes m_1 and m_3 . If the feedback coming from m_3 to n_1 indicates that the value of n_1 is probably 0, then n_1 would notify m_1 that an estimate of n_1 's own value is 0. For the case in which the bit node has more than two adjacent check nodes, the bit node performs a majority vote (soft decision) on the feedback coming from its other adjacent check nodes before reporting that decision to the check node it communicates. The above process is repeated until all bit nodes are considered to be correct (i.e., all parity check equations are satisfied) or until a predetermined maximum number of iterations is reached, whereby a decoding failure is declared.
- [63] FIG. 6 is a diagram of a sub-matrix of a sparse parity check matrix, wherein the sub-matrix contains parity check values restricted to the lower triangular region, according to an embodiment of the present invention. As described previously, the encoder 203 (of FIG. 2) can employ a simple encoding technique by restricting the values of the lower triangular area of the parity check matrix. According to an embodiment of the present invention, the restriction imposed on the parity check matrix is of the form:

$$H_{(n-k)xn} = [A_{(n-k)xk} B_{(n-k)x(n-k)}]$$

, where B is lower triangular.

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[64] Any information block $i = (i_0, i_1, ..., i_{k-1})$ is encoded to a codeword $c = (i_0, i_1, ..., i_{k-1}, p_0, p_1, ..., p_{n-k-1})$ using $Hc^T = 0$, and recursively solving for parity bits; for example,

$$a_{00}i_0 + a_{01}i_1 + ... + a_{0,k-1}i_{k-1} + p_0 = 0 \Rightarrow Solve \ p_0$$

$$a_{10}i_0 + a_{11}i_1 + ... + a_{1,k-1}i_{k-1} + b_{10}p_0 + p_1 = 0 \Rightarrow Solve \ p_1$$
 and similarly for $p_2, p_3, ..., p_{n-k-1}$.

FIG. 7 is a graph showing performance between codes utilizing unrestricted parity

- check matrix (H matrix) versus restricted H matrix of FIG. 6. The graph shows the performance comparison between two LDPC codes: one with a general parity check matrix and the other with a parity check matrix restricted to be lower triangular to simplify encoding. The modulation scheme, for this simulation, is 8-PSK. The performance loss is within 0.1 dB. Therefore, the performance loss is negligible based on the restriction of the lower triangular H matrices, while the gain in simplicity of the encoding technique is significant. Accordingly, any parity check matrix that is equivalent to a lower triangular or upper triangular under row and/or column permutation can be utilized for the same purpose.

 [66] FIGs. 8A and 8B are, respectively, a diagram of a non-Gray 8-PSK modulation scheme, and a Gray 8-PSK modulation, each of which can be used in the system of FIG. 1. The non-Gray 8-PSK scheme of FIG. 8A can be utilized in the receiver of FIG. 3 to provide a system that requires very low Frame Erasure Rate (FER). This requirement can also be satisfied by using a Gray 8-PSK scheme, as shown in FIG. 8B, in conjunction with an outer
- [67] Under this scheme, there is no need to iterate between the LDPC decoder 305 (FIG. 3) and the bit metric generator 307, which may employ 8-PSK modulation. In the absence of an outer code, the LDPC decoder 305 using Gray labeling exhibit an earlier error floor, as shown in FIG. 9 below.

code, such as Bose, Chaudhuri, and Hocquenghem (BCH), Hamming, or Reed-Solomon (RS)

[68] FIG. 8C shows a diagram of a process for bit labeling for a higher order signal constellation, according to an embodiment of the present invention. A codeword is output from the LDPC encoder 203 (FIGs. 2A and 2B), and is mapped to a constellation point in a higher order signal constellation (as shown in FIGs. 8D and 8F), per steps 801, 803. This mapping is not performed sequentially as in traditional systems, but instead executed on a

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non-sequential basis, such as interleaving. Such a mapping is further detailed below with respect to FIG. 8F. The modulator 205 then modulates, as in step 805, the signal based on the mapping. The modulated signal is thereafter transmitted (step 807).

- [69] FIG. 8D shows a diagram of exemplary 16-APSK (Amplitude Phase Shift Keying) constellations. Constellations A and B are 16-APSK constellations. The only difference between the two constellations A and B is that the inner circle symbols of Constellation A are rotated 15 degrees counterclockwise with respect to the inner circle symbols of Constellation B, such that inner circle symbols fall between the outer circle symbols to maximize intersymbol distances. Therefore, intuitively Constellation A is more attractive if the Forward Error Correction (FEC) decoder 305 used a symbolwise decoding algorithm. On the other hand, given the multiplicity of code rates and different constellations, using an FEC code tailored towards bitwise decoding is more flexible. In such a case, it is not apparent which constellations would perform better, in that while Constellation A maximizes symbolwise distances, Constellation B is more "Gray-coding friendly." AWGN (Additive White Gaussian Noise) simulations, with code rate 3/4, were performed (the results of which are shown in FIG. 8E) that with bitwise decoding, Constellation B performs slightly better.
- [70] FIG. 8F is a diagram of constellations for Quadrature Phase Shift Keying (QPSK), 8-PSK, 16-APSK and 32-APSK symbols, in accordance with an embodiment of the present invention;
- [71] FIGs. 8F show symmetric constellations for QPSK, 8-PSK, 16-APSK and 32-APSK symbols, respectively. With QSPK, two LDPC coded bits from the LDPC encoder 203 are mapped to a QPSK symbol. That is, bits 2i and 2i+1 determines the ith QPSK symbol, where i=0,1,2..., N/2-1, and N is the coded LDPC block size. For 8-PSK, bits N/3+i, 2N/3+i and i determine the ith 8-PSK symbol, where i=0,1,2,...,N/3-1. For 16-APSK, bits N/2+2i, 2i, N/2+2i+1 and 2i+1 specify the ith 16-APSK symbol, where i=0,1,2,...,N/4-1. Further, for 32-APSK, bits N/5+i, 2N/5+i, 4N/5+i, 3N/5+i and i determine the ith symbol, where i=0,1,2,...,N/5-1.
- [72] Alternatively, 8-PSK, 16-APSK and 32-APSK constellation labeling can be chosen as shown in FIG. 8G. With this labeling, N LDPC encoded bits are first passed through a bit interleaver. The bit interleaving table, in an exemplary embodiment, is a two-dimensional array with N/3 rows and 3 columns for 8-PSK, N/4 rows and 4 columns for 16-APSK and N/5 rows and 5 columns for 32-APSK. The LDPC encoded bits are written to the interleaver

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table column by column, and read out row by row. It is noted that for the case of 8-PSK and 32-APSK, this row/column bit interleaver strategy with labeling as shown in FIG. 8G, is exactly equivalent to the bit interleaving strategy described above with respect to the labeling shown in FIG. 8F. For the case of 16-APSK, these two strategies are functionally equivalent; that is, they exhibit the same performance on an AWGN channel.

[73] FIG. 8H illustrates the simulation results (on AWGN Channel) of the above symbol constellations. Table 13 summarizes expected performance at PER=10⁻⁶ and distance from constrained capacity.

Code	Es/No (dB)	Distance to	
		Capacity (dB)	
2/3, 8-PSK	6.59	0.873	
3/4, 8-PSK	7.88	0.690	
5/6, 8-PSK	9.34	0.659	
8/9, 8-PSK	10.65	0.750	
9/10, 8-PSK	10.95	0.750	
1/2, QPSK	0.99	0.846	
3/5, QPSK	2.20	0.750	
2/3, QPSK	3.07	0.760	
3/4, QPSK	4.02	0.677	
4/5, QPSK	4.66	0.627	
5/6, QPSK	5.15	0.600	
7/8, QPSK	5.93	0.698	
8/9, QPSK	6.17	0.681	
9/10, QPSK	6.39	0.687	
3/4, 16-APSK	10.19	0.890	
4/5, 16-APSK	11.0	0.850	
5/6, 16-APSK	11.58	0.800	
7/8, 16-APSK	12.54	0.890	
4/5, 32-APSK	13.63	1.100	
5/6, 32-APSK	14.25	1.050	
8/9, 32-APSK	15.65	1.150	

Table 13

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FIG. 9 is a graph showing performance between codes utilizing Gray labeling versus non-Gray labeling of FIGs. 8A and 8B. The error floor stems from the fact that assuming correct feedback from LDPC decoder 305, regeneration of 8-PSK bit metrics is more accurate with non-Gray labeling since the two 8-PSK symbols with known two bits are further apart with non-Gray labeling. This can be equivalently seen as operating at higher Signal-to-Noise Ratio (SNR). Therefore, even though error asymptotes of the same LDPC code using Gray or non-Gray labeling have the same slope (i.e., parallel to each other), the one with non-Gray labeling passes through lower FER at any SNR.

- [75] On the other hand, for systems that do not require very low FER, Gray labeling without any iteration between LDPC decoder 305 and 8-PSK bit metric generator 307 may be more suitable because re-generating 8-PSK bit metrics before every LDPC decoder iteration causes additional complexity. Moreover, when Gray labeling is used, re-generating 8-PSK bit metrics before every LDPC decoder iteration yields only very slight performance improvement. As mentioned previously, Gray labeling without iteration may be used for systems that require very low FER, provided an outer code is implemented.
- [76] The choice between Gray labeling and non-Gray labeling depends also on the characteristics of the LDPC code. Typically, the higher bit or check node degrees, the better it is for Gray labeling, because for higher node degrees, the initial feedback from LDPC decoder 305 to 8-PSK (or similar higher order modulation) bit metric generator 307 deteriorates more with non-Gray labeling.
- [77] When 8-PSK (or similar higher order) modulation is utilized with a binary decoder, it is recognized that the three (or more) bits of a symbol are not received "equally noisy". For example with Gray 8-PSK labeling, the third bit of a symbol is considered more noisy to the decoder than the other two bits. Therefore, the LDPC code design does not assign a small number of edges to those bit nodes represented by "more noisy" third bits of 8-PSK symbol so that those bits are not penalized twice.
- [78] FIG. 10 is a flow chart of the operation of the LDPC decoder using non-Gray mapping, according to an embodiment of the present invention. Under this approach, the LDPC decoder and bit metric generator iterate one after the other. In this example, 8-PSK modulation is utilized; however, the same principles apply to other higher modulation schemes as well. Under this scenario, it is assumed that the demodulator 301 outputs a

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distance vector, **d**, denoting the distances between received noisy symbol points and 8-PSK symbol points to the bit metric generator 307, whereby the vector components are as follows:

$$d_i = -\frac{E_s}{N_0} \{ (r_x - s_{i,x})^2 + (r_y - s_{i,y})^2 \} \qquad i = 0,1,...7.$$

- [79] The 8-PSK bit metric generator 307 communicates with the LDPC decoder 305 to exchange *a priori* probability information and *a posteriori* probability information, which respectively are represented as **u**, and **a**. That is, the vectors **u** and **a** respectively represent *a priori* and *a posteriori* probabilities of log likelihood ratios of coded bits.
- [80] The 8-PSK bit metric generator 307 generates the *a priori* likelihood ratios for each group of three bits as follows. First, extrinsic information on coded bits is obtained:

$$e_i = a_i - u_i$$
 $j = 0,1,2$.

Next, 8-PSK symbol probabilities, p_i i = 0,1,...,7, are determined.

*
$$y_j = -f(0, e_j)$$
 $j = 0,1,2$ where $f(a,b) = \max(a,b) + LUT_f(a,b)$ with $LUT_f(a,b) = \ln(1 + e^{-|a-b|})$
* $x_j = y_j + e_j$ $j = 0,1,2$
* $p_0 = x_0 + x_1 + x_2$ $p_4 = y_0 + x_1 + x_2$

$$p_1 = x_0 + x_1 + y_2$$
 $p_5 = y_0 + x_1 + y_2$

$$p_2 = x_0 + y_1 + x_2$$
 $p_6 = y_0 + y_1 + x_2$

$$p_3 = x_0 + y_1 + y_2$$
 $p_7 = y_0 + y_1 + y_2$

[81] Next, the bit metric generator 307 determines *a priori* log likelihood ratios of the coded bits as input to LDPC decoder 305, as follows:

$$u_0 = f(d_0 + p_0, d_1 + p_1, d_2 + p_2, d_3 + p_3) - f(d_4 + p_4, d_5 + p_5, d_6 + p_6, d_7 + p_7) - e_0$$

$$u_1 = f(d_0 + p_0, d_1 + p_1, d_4 + p_4, d_5 + p_5) - f(d_2 + p_2, d_3 + p_3, d_6 + p_6, d_7 + p_7) - e_1$$

$$u_2 = f(d_0 + p_0, d_2 + p_2, d_4 + p_4, d_6 + p_6) - f(d_1 + p_1, d_3 + p_3, d_5 + p_5, d_7 + p_7) - e_2$$

- [82] It is noted that the function f(.) with more than two variables can be evaluated recursively; e.g. f(a,b,c) = f(f(a,b),c).
- [83] The operation of the LDPC decoder 305 utilizing non-Gray mapping is now described. In step 1001, the LDPC decoder 305 initializes log likelihood ratios of coded bits, ν , before the first iteration according to the following (and as shown in FIG. 12A):

$$v_{n\to k} = u_n$$
, $n = 0,1,...,N-1$, $i = 1,2,...,\deg(bit \ node \ n)$

Here, $v_{n \to k_i}$ denotes the message that goes from bit node n to its adjacent check node k_i ,

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 u_n denotes the demodulator output for the bit n and N is the codeword size.

[84] In step 1003, a check node, k, is updated, whereby the input v yields the output w. As seen in FIG. 12B, the incoming messages to the check node k from its d_c adjacent bit nodes are denoted by $v_{n_1 \to k}, v_{n_2 \to k}, ..., v_{n_{dc} \to k}$. The goal is to compute the outgoing messages from the check node k back to d_c adjacent bit nodes. These messages are denoted by

$$w_{k\rightarrow n_1}, w_{k\rightarrow n_2}, ..., w_{k\rightarrow n_{dc}}$$
, where

$$W_{k \to n_i} = g(V_{n_1 \to k}, V_{n_2 \to k}, \dots, V_{n_{i-1} \to k}, V_{n_{i+1} \to k}, \dots, V_{n_{dc} \to k}).$$

The function g() is defined as follows:

$$g(a,b) = sign(a) \times sign(b) \times \{\min(|a|,|b|)\} + LUT_{g}(a,b),$$

where $LUT_g(a,b) = \ln(1+e^{-|a+b|}) - \ln(1+e^{-|a-b|})$. Similar to function f, function g with more than two variables can be evaluated recursively.

[85] Next, the decoder 305, per step 1205, outputs *a posteriori* probability information (FIG. 12C), such that:

$$a_n = u_n + \sum_i w_{k_i \to n} .$$

[86] Per step 1007, it is determined whether all the parity check equations are satisfied. If these parity check equations are not satisfied, then the decoder 305, as in step 1009, re-derives 8-PSK bit metrics and channel input u_n . Next, the bit node is updated, as in step 1011. As shown in FIG. 14C, the incoming messages to the bit node n from its d_v adjacent check nodes are denoted by $w_{k_1 \to n}, w_{k_2 \to n}, \dots, w_{k_m \to n}$ The outgoing messages from the bit node n are computed back to d_v adjacent check nodes; such messages are denoted by $v_{n \to k_1}, v_{n \to k_2}, \dots, v_{n \to k_m}$, and computed as follows:

$$v_{n \to k_i} = u_n + \sum_{i \neq i} w_{k_j \to n}$$

In step 1013, the decoder 305 outputs the hard decision (in the case that all parity check equations are satisfied):

$$\hat{c}_n = \begin{cases} 0, & a_n \ge 0 \\ 1, & a_n < 0 \end{cases}$$
 Stop if $H\hat{c}^T = 0$

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[87] The above approach is appropriate when non-Gray labeling is utilized. However, when Gray labeling is implemented, the process of FIG. 11 is executed.

[88] FIG. 11 is a flow chart of the operation of the LDPC decoder of FIG. 3 using Gray mapping, according to an embodiment of the present invention. When Gray labeling is used, bit metrics are advantageously generated only once before the LDPC decoder, as regenerating bit metrics after every LDPC decoder iteration may yield nominal performance improvement. As with steps 1001 and 1003 of FIG. 10, initialization of the log likelihood ratios of coded bits, v, are performed, and the check node is updated, per steps 1101 and 1103. Next, the bit node n is updated, as in step 1105. Thereafter, the decoder outputs the a posteriori probability information (step 1107). In step 1109, a determination is made whether all of the parity check equations are satisfied; if so, the decoder outputs the hard decision (step 1111). Otherwise, steps 1103-1107 are repeated.

[89] FIG. 13A is a flowchart of process for computing outgoing messages between the check nodes and the bit nodes using a forward-backward approach, according to an embodiment of the present invention. For a check node with d_c adjacent edges, the computation of $d_c(d_{c}-1)$ and numerous g(.,.) functions are performed. However, the forward-backward approach reduces the complexity of the computation to $3(d_c-2)$, in which d_c-1 variables are stored.

[90] Referring to FIG. 12B, the incoming messages to the check node k from d_c adjacent bit nodes are denoted by $v_{n_1 \to k}, v_{n_2 \to k}, ..., v_{n_{dc} \to k}$. It is desired that the outgoing messages are computed from the check node k back to d_c adjacent bit nodes; these outgoing messages are denoted by $w_{k \to n_1}, w_{k \to n_2}, ..., w_{k \to n_{dc}}$.

[91] Under the forward-backward approach to computing these outgoing messages, forward variables, $f_1, f_2, ..., f_{dc}$, are defined as follows:

$$f_{1} = v_{1 \to k}$$

$$f_{2} = g(f_{1}, v_{2 \to k})$$

$$f_{3} = g(f_{2}, v_{3 \to k})$$

$$\vdots \qquad \vdots$$

$$f_{dc} = g(f_{dc-1}, v_{dc \to k})$$

In step 1301, these forward variables are computed, and stored, per step 1303.

[92] Similarly, backward variables, $b_1, b_2, ..., b_{dc}$, are defined by the following:

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$$b_{dc} = v_{dc \to k}$$

$$b_{dc-1} = g(b_{dc}, v_{dc-1 \to k})$$

$$\vdots \qquad \vdots$$

$$b_1 = g(b_2, v_{1 \to k})$$

In step 1305, these backward variables are then computed. Thereafter, the outgoing messages are computed, as in step 1307, based on the stored forward variables and the computed backward variables. The outgoing messages are computed as follows:

$$w_{k\to 1} = b_2$$

 $w_{k\to i} = g(f_{i-1}, b_{i+1})$ $i = 2,3,...,d_c - 1$
 $w_{k\to dc} = f_{dc-1}$

- [93] Under this approach, only the forward variables, $f_2, f_3, ..., f_{dc}$, are required to be stored. As the backward variables b_i are computed, the outgoing messages, $w_{k\to i}$, are simultaneously computed, thereby negating the need for storage of the backward variables.
- [94] The computation load can be further enhance by a parallel approach, as next discussed.
- [95] FIG. 13B is a flowchart of process for computing outgoing messages between the check nodes and the bit nodes using a parallel approach, according to an embodiment of the present invention. For a check node k with inputs $v_{n_1 \to k}, v_{n_2 \to k}, \dots, v_{n_{dc} \to k}$ from d_c adjacent bit nodes, the following parameter is computed, as in step 1311:

$$\gamma_k = g(v_{n_1 \to k}, v_{n_2 \to k}, ..., v_{n_{dr} \to k}).$$

[96] It is noted that the g(.,.) function can also be expressed as follows:

$$g(a,b) = \ln \frac{1 + e^{a+b}}{e^a + e^b}$$
.

[97] Exploiting the recursive nature of the g(.,.) function, the following expression results:

$$\gamma_{k} = \ln \frac{1 + e^{g(\nu_{n_{1} \to k}, \dots, \nu_{n_{i-1} \to k}, \nu_{n_{i+1} \to k}, \dots, \nu_{n_{dc} \to k}) + \nu_{n_{i} \to k}}}{e^{g(\nu_{n_{1} \to k}, \dots, \nu_{n_{i-1} \to k}, \nu_{n_{i+1} \to k}, \dots, \nu_{n_{dc} \to k})} + e^{\nu_{n_{i} \to k}}} = \ln \frac{1 + e^{w_{k \to n_{i}} + \nu_{n_{i} \to k}}}{e^{w_{k \to n_{i}}} + e^{\nu_{n_{i} \to k}}}$$

[98] Accordingly, $w_{k \to n_i}$ can be solved in the following manner:

$$w_{k \to n_i} = \ln \frac{e^{\nu_{n_i \to k} + \gamma_k} - 1}{e^{\nu_{n_i \to k} - \gamma_k} - 1} - \gamma_k$$

[99] The ln(.) term of the above equation can be obtained using a look-up table LUT_x that represents the function $\ln |e^x - 1|$ (step 1313). Unlike the other look-up tables LUT_f or LUT_g ,

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the table LUT_x would likely requires as many entries as the number of quantization levels. Once γ_k is obtained, the calculation of $w_{k\to n_i}$ for all n_i can occur in parallel using the above equation, per step 1315.

[100] The computational latency of γ_k is advantageously $\log_2(d_c)$.

[101] FIGs. 14A-14C are graphs showing simulation results of LDPC codes generated in accordance with various embodiments of the present invention. In particular, FIGs. 14A-14C show the performance of LDPC codes with higher order modulation and code rates of 3/4 (QPSK, 1.485 bits/symbol), 2/3 (8-PSK, 1.980 bits/symbol), and 5/6 (8-PSK, 2.474 bits/symbol).

[102] Two general approaches exist to realize the interconnections between check nodes and bit nodes: (1) a fully parallel approach, and (2) a partially parallel approach. In fully parallel architecture, all of the nodes and their interconnections are physically implemented. The advantage of this architecture is speed.

[103] The fully parallel architecture, however, may involve greater complexity in realizing all of the nodes and their connections. Therefore with fully parallel architecture, a smaller block size may be required to reduce the complexity. In that case, for the same clock frequency, a proportional reduction in throughput and some degradation in FER versus Es/No performance may result.

[104] The second approach to implementing LDPC codes is to physically realize only a subset of the total number of the nodes and use only these limited number of "physical" nodes to process all of the "functional" nodes of the code. Even though the LDPC decoder operations can be made extremely simple and can be performed in parallel, the further challenge in the design is how the communication is established between "randomly" distributed bit nodes and check nodes. The decoder 305 (of FIG. 3), according to one embodiment of the present invention, addresses this problem by accessing memory in a structured way, as to realize a seemingly random code. This approach is explained with respect to FIGs. 15A and 15B.

[105] FIGs. 15A and 15B are diagrams of the top edge and bottom edge, respectively, of memory organized to support structured access as to realize randomness in LDPC coding, according to an embodiment of the present invention. Structured access can be achieved without compromising the performance of a truly random code by focusing on the generation

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of the parity check matrix. In general, a parity check matrix can be specified by the connections of the check nodes with the bit nodes. For example, the bit nodes can be divided into groups of a fixed size, which for illustrative purposes is 392. Additionally, assuming the check nodes connected to the first bit node of degree 3, for instance, are numbered as a, b and c, then the check nodes connected to the second bit node are numbered as a+p, b+p and c+p, the check nodes connected to the third bit node are numbered as a+2p, b+2p and c+2p etc.; where p=(number of check nodes)/392. For the next group of 392 bit nodes, the check nodes connected to the first bit node are different from a, b, c so that with a suitable choice of p, all the check nodes have the same degree. A random search is performed over the free constants such that the resulting LDPC code is cycle-4 and cycle-6 free. Because of the structural characteristics of the parity check matrix of the present invention, the edge information can stored to permit concurrent access to a group of relevant edge values during decoding. [106] In other words, the approach of the present invention facilitates memory access during check node and bit node processing. The values of the edges in the bipartite graph can be stored in a storage medium, such as random access memory (RAM). It is noted that for a truly random LDPC code during check node and bit node processing, the values of the edges would need to be accessed one by one in a random fashion. However, such a conventional access scheme would be too slow for a high data rate application. The RAM of FIGs. 15A and 15B are organized in a manner, whereby a large group of relevant edges can be fetched in one clock cycle; accordingly, these values are placed "together" in memory, according to a predetermined scheme or arrangement. It is observed that, in actuality, even with a truly random code, for a group of check nodes (and respectively bit nodes), the relevant edges can be placed next to one another in RAM, but then the relevant edges adjacent to a group of bit nodes (respectively check nodes) will be randomly scattered in RAM. Therefore, the "togetherness," under the present invention, stems from the design of the parity check matrices themselves. That is, the check matrix design ensures that the relevant edges for a group of bit nodes and check nodes are simultaneously placed together in RAM. [107] As seen in FIGs. 15A and 15B, each box contains the value of an edge, which is multiple bits (e.g., 6). Edge RAM, according to one embodiment of the present invention, is divided into two parts: top edge RAM 1501 (FIG. 15A) and bottom edge RAM 1503 (FIG. 15B). Bottom edge RAM contains the edges between bit nodes of degree 2, for example, and check nodes. Top edge RAM 1501 contains the edges between bit nodes of degree greater

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than 2 and check nodes. Therefore, for every check node, 2 adjacent edges are stored in the bottom RAM 1503, and the rest of the edges are stored in the top edge RAM 1501. For example, the size of the top edge RAM 1501 and bottom edge RAM 1503 for various code rates are given in Table 14:

	1/2	2/3	3/4	5/6
Top Edge RAM	400 x 392	440 x 392	504 x 392	520 x 392
Bottom Edge RAM	160 x 392	110 x 392	72 x 392	52 x 392

Table 14

[108] Based on Table 14, an edge RAM of size 576 x 392 is sufficient to store the edge metrics for all the code rates of 1/2, 2/3, 3/4, and 5/6.

[109] As noted, under this exemplary scenario, a group of 392 bit nodes and 392 check nodes are selected for processing at a time. For 392 check node processing, $q = d_c$ -2 consecutive rows are accessed from the top edge RAM 1501, and 2 consecutive rows from the bottom edge RAM 1503. The value of d_c depends on the specific code, for example d_c =7 for rate $\frac{1}{2}$, d_c =10 for rate $\frac{2}{3}$, d_c =16 for rate $\frac{3}{4}$ and d_c =22 for rate $\frac{5}{6}$ for the above codes. Of course other values of d_c for other codes are possible. In this instance, q+2 is the degree of each check node.

[110] For bit node processing, if the group of 392 bit nodes has degree 2, their edges are located in 2 consecutive rows of the bottom edge RAM 1503. If the bit nodes have degree d > 2, their edges are located in some d rows of the top edge RAM 1501. The address of these d rows can be stored in non-volatile memory, such as Read-Only Memory (ROM). The edges in one of the rows correspond to the first edges of 392 bit nodes, the edges in another row correspond to the second edges of 392 bit nodes, etc. Moreover for each row, the column index of the edge that belongs to the first bit node in the group of 392 can also be stored in ROM. The edges that correspond to the second, third, etc. bit nodes follow the starting column index in a "wrapped around" fashion. For example, if the jth edge in the row belongs to the first bit node, then the (j+1)st edge belongs to the second bit node, (j+2)nd edge belongs to the third bit node,, and (j-1)st edge belongs to the 392th bit node.

[111] With the organization shown in FIGs. 15A and 15B, speed of memory access is greatly enhanced during LDPC coding.

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[112] FIG. 16 illustrates a computer system upon which an embodiment according to the present invention can be implemented. The computer system 1600 includes a bus 1601 or other communication mechanism for communicating information, and a processor 1603 coupled to the bus 1601 for processing information. The computer system 1600 also includes main memory 1605, such as a random access memory (RAM) or other dynamic storage device, coupled to the bus 1601 for storing information and instructions to be executed by the processor 1603. Main memory 1605 can also be used for storing temporary variables or other intermediate information during execution of instructions to be executed by the processor 1603. The computer system 1600 further includes a read only memory (ROM) 1607 or other static storage device coupled to the bus 1601 for storing static information and instructions for the processor 1603. A storage device 1609, such as a magnetic disk or optical disk, is additionally coupled to the bus 1601 for storing information and instructions.

[113] The computer system 1600 may be coupled via the bus 1601 to a display 1611, such as a cathode ray tube (CRT), liquid crystal display, active matrix display, or plasma display, for displaying information to a computer user. An input device 1613, such as a keyboard including alphanumeric and other keys, is coupled to the bus 1601 for communicating information and command selections to the processor 1603. Another type of user input device is cursor control 1615, such as a mouse, a trackball, or cursor direction keys for communicating direction information and command selections to the processor 1603 and for controlling cursor movement on the display 1611.

[114] According to one embodiment of the invention, generation of LDPC codes is provided by the computer system 1600 in response to the processor 1603 executing an arrangement of instructions contained in main memory 1605. Such instructions can be read into main memory 1605 from another computer-readable medium, such as the storage device 1609. Execution of the arrangement of instructions contained in main memory 1605 causes the processor 1603 to perform the process steps described herein. One or more processors in a multi-processing arrangement may also be employed to execute the instructions contained in main memory 1605. In alternative embodiments, hard-wired circuitry may be used in place of or in combination with software instructions to implement the embodiment of the present invention. Thus, embodiments of the present invention are not limited to any specific combination of hardware circuitry and software.

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[115] The computer system 1600 also includes a communication interface 1617 coupled to bus 1601. The communication interface 1617 provides a two-way data communication coupling to a network link 1619 connected to a local network 1621. For example, the communication interface 1617 may be a digital subscriber line (DSL) card or modem, an integrated services digital network (ISDN) card, a cable modem, or a telephone modem to provide a data communication connection to a corresponding type of telephone line. As another example, communication interface 1617 may be a local area network (LAN) card (e.g. for EthernetTM or an Asynchronous Transfer Model (ATM) network) to provide a data communication connection to a compatible LAN. Wireless links can also be implemented. In any such implementation, communication interface 1617 sends and receives electrical, electromagnetic, or optical signals that carry digital data streams representing various types of information. Further, the communication interface 1617 can include peripheral interface devices, such as a Universal Serial Bus (USB) interface, a PCMCIA (Personal Computer Memory Card International Association) interface, etc.

[116] The network link 1619 typically provides data communication through one or more networks to other data devices. For example, the network link 1619 may provide a connection through local network 1621 to a host computer 1623, which has connectivity to a network 1625 (e.g. a wide area network (WAN) or the global packet data communication network now commonly referred to as the "Internet") or to data equipment operated by service provider. The local network 1621 and network 1625 both use electrical, electromagnetic, or optical signals to convey information and instructions. The signals through the various networks and the signals on network link 1619 and through communication interface 1617, which communicate digital data with computer system 1600, are exemplary forms of carrier waves bearing the information and instructions.

[117] The computer system 1600 can send messages and receive data, including program code, through the network(s), network link 1619, and communication interface 1617. In the Internet example, a server (not shown) might transmit requested code belonging to an application program for implementing an embodiment of the present invention through the network 1625, local network 1621 and communication interface 1617. The processor 1603 may execute the transmitted code while being received and/or store the code in storage device 169, or other non-volatile storage for later execution. In this manner, computer system 1600 may obtain application code in the form of a carrier wave.

[118] The term "computer-readable medium" as used herein refers to any medium that participates in providing instructions to the processor 1603 for execution. Such a medium may take many forms, including but not limited to non-volatile media, volatile media, and transmission media. Non-volatile media include, for example, optical or magnetic disks, such as storage device 1609. Volatile media include dynamic memory, such as main memory 1605. Transmission media include coaxial cables, copper wire and fiber optics, including the wires that comprise bus 1601. Transmission media can also take the form of acoustic, optical, or electromagnetic waves, such as those generated during radio frequency (RF) and infrared (IR) data communications. Common forms of computer-readable media include, for example, a floppy disk, a flexible disk, hard disk, magnetic tape, any other magnetic medium, a CD-ROM, CDRW, DVD, any other optical medium, punch cards, paper tape, optical mark sheets, any other physical medium with patterns of holes or other optically recognizable indicia, a RAM, a PROM, and EPROM, a FLASH-EPROM, any other memory chip or cartridge, a carrier wave, or any other medium from which a computer can read. [119] Various forms of computer-readable media may be involved in providing instructions to a processor for execution. For example, the instructions for carrying out at least part of the present invention may initially be borne on a magnetic disk of a remote computer. In such a scenario, the remote computer loads the instructions into main memory and sends the instructions over a telephone line using a modem. A modem of a local computer system receives the data on the telephone line and uses an infrared transmitter to convert the data to an infrared signal and transmit the infrared signal to a portable computing device, such as a personal digital assistance (PDA) and a laptop. An infrared detector on the portable computing device receives the information and instructions borne by the infrared signal and places the data on a bus. The bus conveys the data to main memory, from which a processor retrieves and executes the instructions. The instructions received by main memory may optionally be stored on storage device either before or after execution by processor. [120] Accordingly, the various embodiments of the present invention provide an approach is

[120] Accordingly, the various embodiments of the present invention provide an approach is provided for bit labeling of a signal constellation. An encoder, such as a Low Density Parity Check (LDPC) encoder, generates encoded signals by transforming an input message into a codeword represented by a plurality of set of bits. These bits are mapped non-sequentially (e.g., interleaving) a higher order constellation (Quadrature Phase Shift Keying (QPSK), 8-

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PSK, 16-APSK (Amplitude Phase Shift Keying), 32-APSK, etc. The above arrangement advantageously provides enhanced performance of the codes.

[121] While the present invention has been described in connection with a number of embodiments and implementations, the present invention is not so limited but covers various obvious modifications and equivalent arrangements, which fall within the purview of the appended claims.